ROBOTECH®
BATTLECRY™

TEEN
T
CONTENT RATED BY ESRB

TDK®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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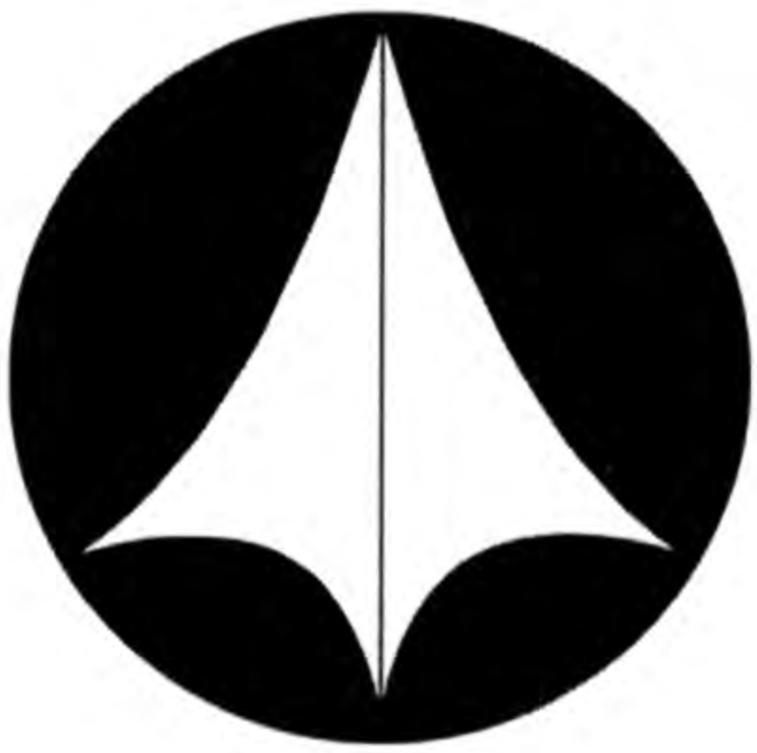
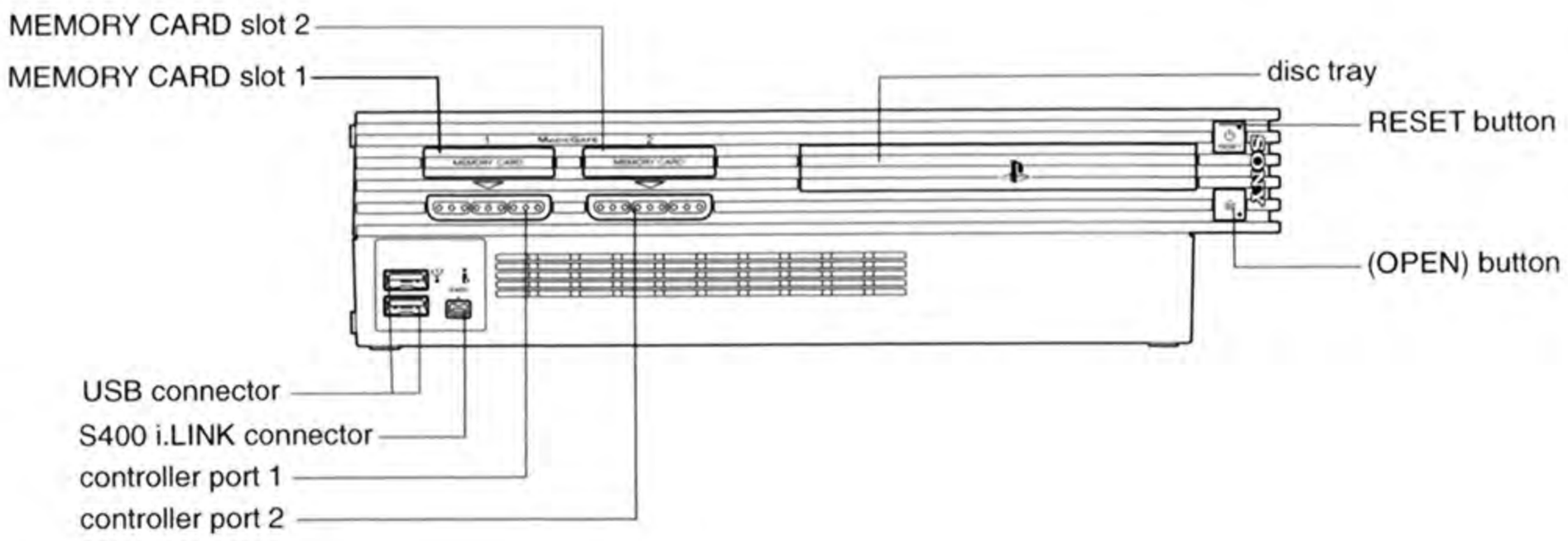


GETTING STARTED



Set up the PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Robotech®: Battlecry™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the Playstation®2. You can load saved game data from the same card, or from any memory card (8MB)(for PlayStation®2) containing previously saved games.

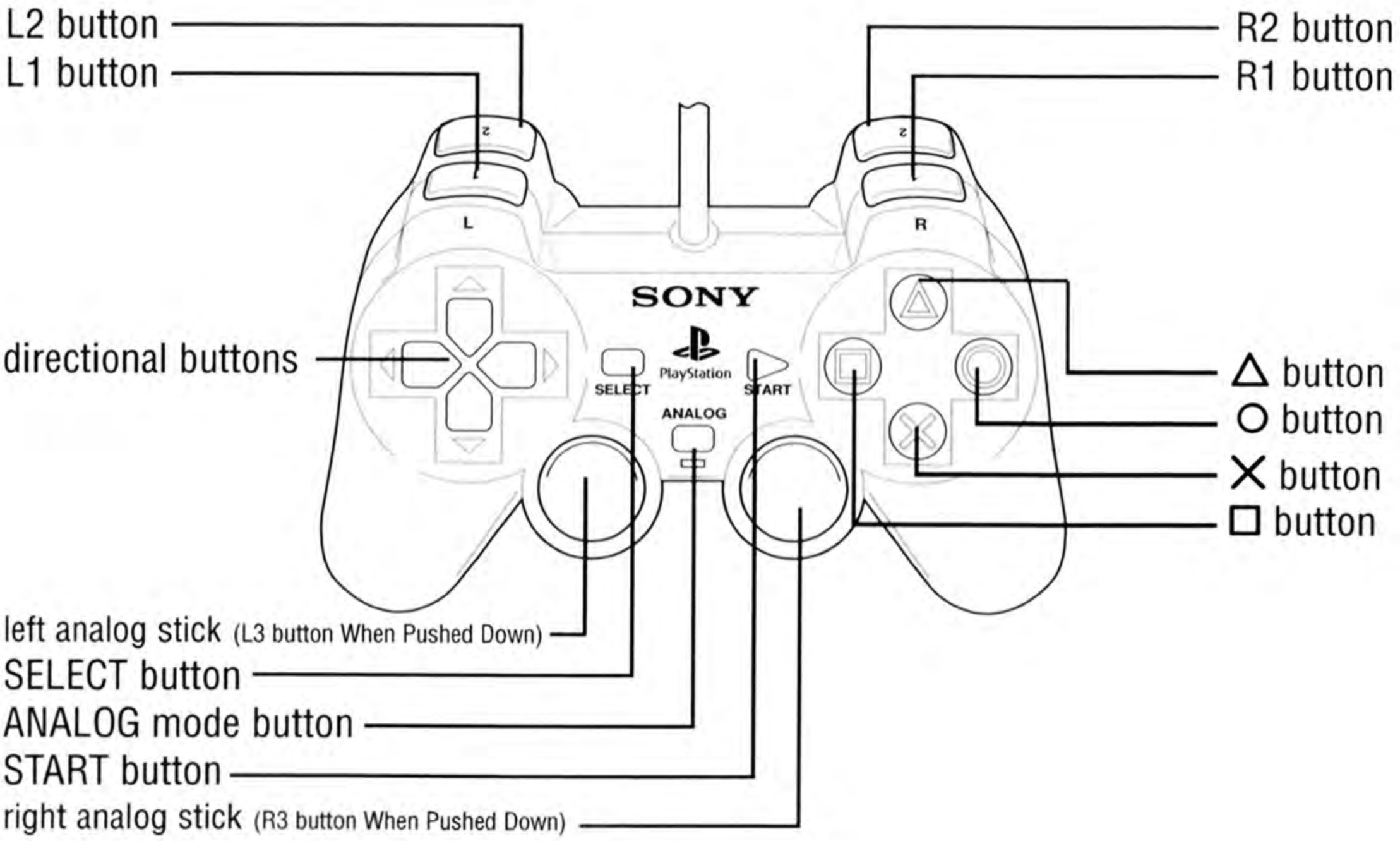
At least 109 KB of free space must be available on the memory card (8MB)(for PlayStation®2) in order to save game data. If less than 109 KB of free space exists, delete old data before saving.

Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see Saving and Loading on page 14.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Making Menu Selections

START button . . . . . .Start Game/Skip Movies
left analog stick . . . . . .Select Options
directional buttons . . . . . .Select Options
✕ button . . . . . .Confirm/Proceed to Next Menu
△ button . . . . . .Cancel/Return to Previous Menu

Common Controls

START button . . . . . .Pause
left analog stick . . . . . .Movement
right analog stick . . . . . .Targeting Switch
✕ button . . . . . .Boost
□ button . . . . . .Primary Weapon
○ button . . . . . .Secondary Weapon
△ button . . . . . .Special Ability

Common Controls (continued)

L1 button . . . . . .NA
L2 button . . . . . .Strafe Left
R1 button . . . . . .Targeting Switch
R2 button . . . . . .Strafe Right
directional button up . . . . . .Guardian Mode Select
directional button left . . . . . .Battloid Mode Select
directional button right . . . . . .Fighter Mode Select

Battloid Mode Special Controls

□ button . . . . . .Fire Gun Pod in Normal Mode/Hold to Increase Power in Sniper Mode
○ button . . . . . .Fire Gun Pod in Rapid Fire/Anti-Missile Mode
△ button . . . . . .Enter and Exit Sniper Mode
L2 button . . . . . .Strafe Left/Sniper Mode Zoom Out
R2 button . . . . . .Strafe Right/Sniper Mode Zoom In

Guardian Mode Special Controls

□ button . . . . . .Fire Gun Pod
○ button . . . . . .Fire Missiles/Hold for Multiple Targeting
△ button . . . . . .Pick Up/Drop Object
directional button up . . . . . .Throttle Up
directional button down . . . . . .Throttle Down

Fighter Mode Special Controls

□ button . . . . . .Fire Gun Pod
○ button . . . . . .Fire Missiles/Hold for Multiple Targeting
△ button . . . . . .Launch Decoy Pod
L2 button . . . . . .Roll Left
R2 button . . . . . .Roll Right
L2 button + ✕ button . . . . . .Barrel Roll Left
R2 button + ✕ button . . . . . .Barrel Roll Right
✕ button + left analog stick down . . . . . .Perform Half Loop
L2 button + R2 button + ✕ button + left analog stick down . . . . . .Perform Split "S"

INTRODUCTION

Ten years ago, high above Macross Island in the South Pacific, a phenomenal event occurred that forever altered the course of human history. A gigantic alien spaceship broke through the very fabric of hyperspace, on a collision course with the Earth. During its uncontrolled fall, the plummeting space fortress produced shock waves of incredible force, causing destruction around the globe.

The craft measured nearly three quarters of a mile in length. There was no sign of the alien crew. The armored hull had taken the brunt of the damage, leaving much of the sophisticated techno-systems intact. What remained of the giant battle fortress gave evidence of a civilization centuries ahead of Earth's most advanced technology.

Global war ravaged the world at that time, but even the devastation of war paled in comparison to the threat of invasion from space. A cease-fire was ordered, and world leaders banded together to form a United Earth Government. Under this new government, the Earth's most brilliant minds formed a research team to study and restore the alien space fortress. Deciphering parts of documents found onboard, they labored to unravel the secrets of an incredibly complex technology called Robotech.

The Robotech Defense Force, or RDF, was assembled for the purpose of safeguarding the planet. Using Robotechnology, new weapons and vehicles were constructed to aid in safeguarding the planet from possible alien invasion. That was a decade ago. The reconstruction of the alien battle fortress, now christened the SDF-1, is complete, and the world leaders have ordered a celebration, until …

MAIN MENU

From the Main Menu, you can select the type of game you want and the settings you want to play with. Use the directional buttons to highlight an option then press the ✕ button to confirm.

New Game

Select this mode to start a new campaign of Robotech®: Battlecry™.

Load Game

If you have previously saved a Robotech®: Battlecry™ game onto the PlayStation®2 memory card (8MB)(for PlayStation®2), you can load it and continue on your mission!

Options

This will take you to the Options Menu, where you can adjust various features and settings for Robotech®: Battlecry™.

NEW GAME MENU

Training

Select this mode to fly one of three training missions under the instruction of Commander Roy Fokker. There is a separate mission for each of the three Veritech modes: Battloid, Guardian or Fighter. These missions allow you to review basic maneuvers and practice controlling your Veritech.

Story Mode

Fly through the game as Jack Archer, a veteran pilot in the RDF. As you successfully complete your missions you will unlock additional missions, different versions of the veritech and new paint schemes.

Versus

Select this mode to start a two player head-to-head mission of Robotech®: Battlecry™. You will be able to select your mission area and which craft each player will fly. The various battlefields are unlocked by playing the campaign game and completing specific criteria. The different Veritechs and other craft are unlocked in a similar fashion.

Use the directional buttons up and down to highlight an option.

Use the directional buttons left and right to move between the various choices of battlefield, craft and paint pattern. Start the game by pressing the ✕ button.

Save Game

You can save your progress here.

Options

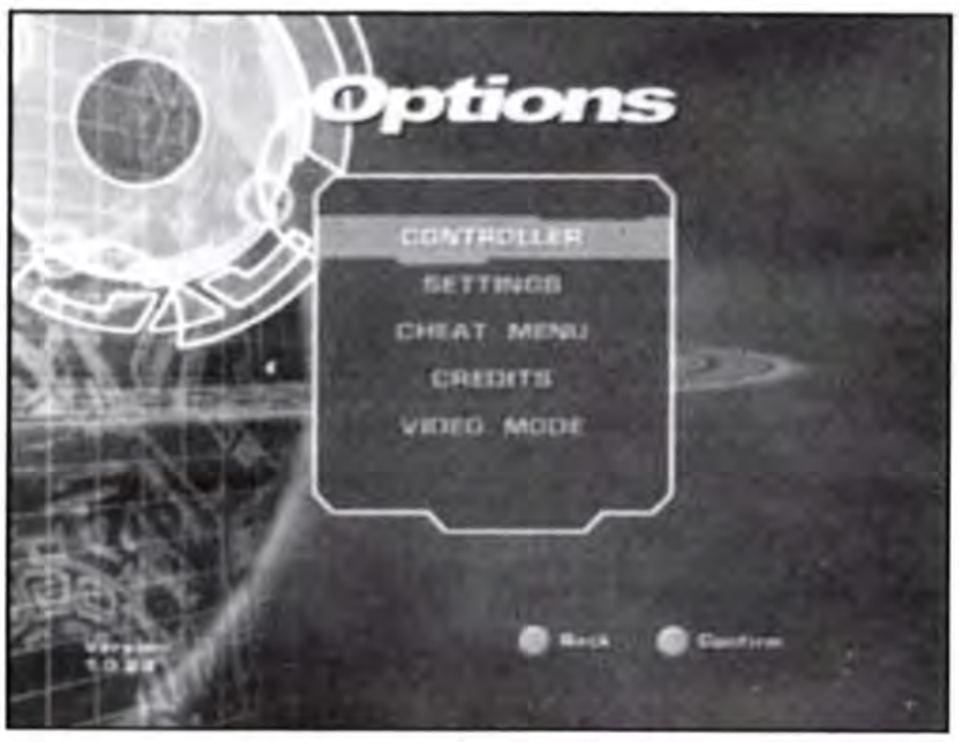
This will take you to the Options Menu, where you can adjust various features and settings for Robotech®: Battlecry™.

Quit

Quit to the Main Menu.

OPTIONS MENU

From the Options screen, you can adjust various features and settings for Robotech®: Battlecry™.



Controller

This selection displays a control layout diagram.

Settings

Use the directional buttons up and down to highlight an option.

Use the directional buttons left and right to adjust Music, SFX, Sound, and Vibration. Confirm your choice with the ✕ button.

Extras

Watch interviews with the voice cast of Robotech®: Battlecry™.

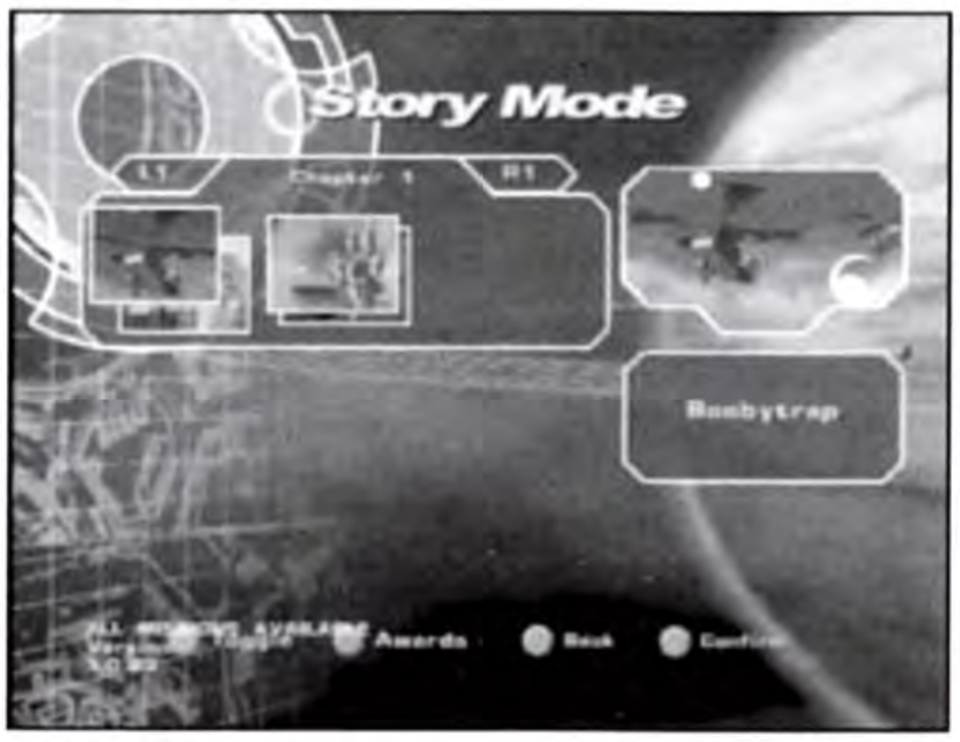
Video Mode

This selection allows you to change the video mode between normal 60Hz NTSC and 480 Progressive scan for High Definition Televisions.

Credits

This selection displays a list of the people responsible for creating and publishing Robotech®: Battlecry™.

HOW TO PLAY



Mission Screen

This screen shows the available mission in the current stage of the game. There can be several missions available, as well as previous missions you can resume.

Missions that have been completed are dimmed on the screen and display an RDF logo.

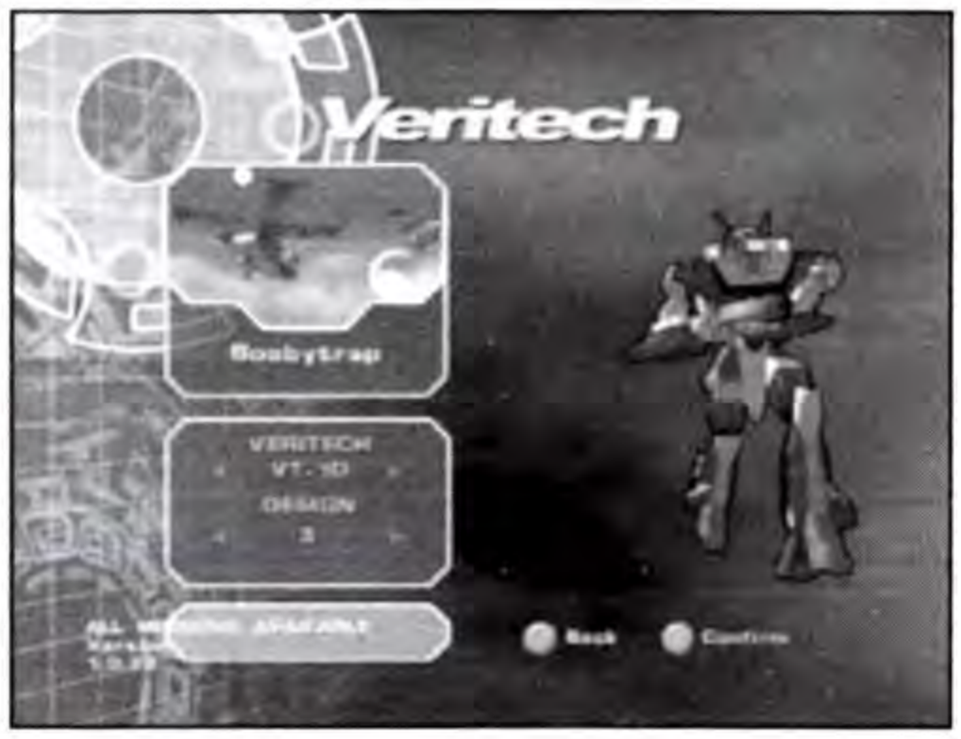
Missions that have not been completed will slowly pulse between dim and bright.

The currently selected mission will have a pulsing box around it.

Some longer missions have multiple parts. You can cycle between these sections of the mission using the □ button.

Use the directional buttons to highlight the mission you wish to fly. Use the × button to confirm your selection.

Veritech™ Selection Screen



This screen allows you to select the Veritech you wish to fly during the mission and customize its appearance. At the start of the game, you only have access to the training and basic Veritech with a limited number of paint schemes. As you progress through the game, good performance is rewarded with additional Veritechs and additional paint schemes. This includes the combinations from the original Robotech® as well as several new paint schemes.

- *VF-1A*: Standard model Veritech flown by the majority of the RDF.
- *VF-1D*: Training model incorporating a second cockpit seat. Although slightly more robust than the 1A, the 1D is less maneuverable and does not have as sophisticated of a targeting system.
- *VF-1J*: The junior officer version flown by flight leaders. It incorporates a double head laser design, and is slightly faster and more agile than the 1A. While it carries a larger missile payload, it has the same targeting sensors as the 1A.
- *YF-1R*: The newest Veritech model intended to replace the VF-1A and 1J in general use. It mounts an autocannon in addition to two head-mounted lasers. It sacrifices some armor protection for increased agility and a greater missile payload. It has the same targeting suite as the VF-1S.
- *VF-1S*: The Squadron leaders' version of the Veritech incorporates four head-mounted lasers with a large missile payload and unsurpassed multi-targeting ability. It is both robust and fast. This is the Veritech the aces fly.
- *Super Veritech*: This is a common description applied to any of the Veritech models when equipped with Super Veritech modifications. These add-on boosters and light armor give any Veritech increased speed and armor, and incorporate additional missile launchers. These packs are only issued for space and orbital missions.
- *Armored Veritech*: This is an add-on heavy armor system that can only be used in space due to its massive weight. In addition to extra protection, the Armored Veritech incorporates several light missile launchers. Armored Veritechs are limited to Battloid mode and must jettison the armor pack before transforming. Because of its cumbersome appearance, it has been nicknamed the "Sumo."

Mission Briefing

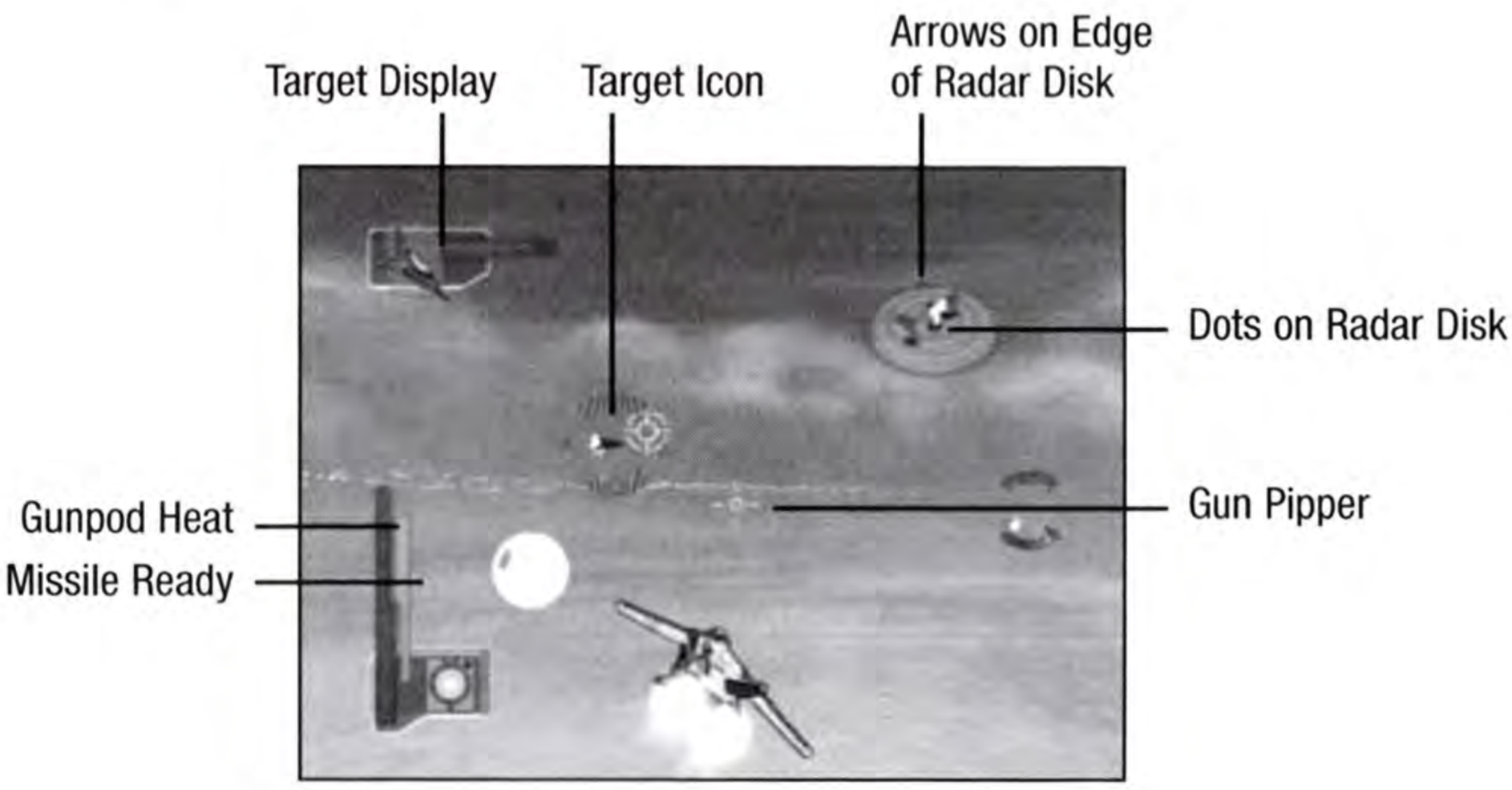
While the mission is loading, the current situation and mission briefing is displayed. This information is also available through the Pause Menu.

Cockpit

During every mission, information concerning your Veritech's status, weapon availability and situation is displayed on the screen. There are four displays shown in the corners of the screen: Status, Communication, Sensor and Target.

Status Display

The Status Display is in the lower left hand corner of the screen. It consists of three tape readouts.



Structure Display: Shows a graphical representation of the Veritech's structural integrity. When the display nears zero integrity, the Veritech is close to destruction.

Gunpod Heat Sensor: The gunpods carried by the Veritech are capable of very high rates of fire, which generate tremendous heat. If a burst is held too long, the gun could malfunction. Because of this, guns are equipped with automatic burst limiters that prevent the gun from firing if the temperature is too high. In Battloid Sniper mode, a special gun circuit cuts in that allows the pilot to overspin the gun (override the burst limiters). This fires a burst of up to five rounds at a higher rate of fire and velocity, but immediately overheats the gun. The rounds are shot close together so that they sound like a single blast.

Missile Ready Indicator: This is a stack of icons that represent ready-to-fire missiles. The different Veritechs can replenish the launch rails from internal magazines. This takes time. The icons show the number of ready missile volleys that are currently available. When each volley is assigned by the targeting computer, a small yellow box

appears around the icon. When engaging multiple targets, the targeting computer is limited by the number of ready missile volleys, in addition to its own built in limits. This Indicator also works for decoys.

Communications Display

You can find the Communications Display in the lower right hand corner of the screen. Whenever a communication is received, the sending party appears in this area.

Sensor Display

The Sensor Display is in the upper right hand corner of the screen.
It shows the location of various other units relative to your Veritech.

Dots in the display disk indicate the relative position of other units.
A red dot indicates enemy units. If you have a target lock on an enemy unit, it will have a small yellow arrow beside its icon. Blue dots are friendly units. Green dots are objectives.

Lines from the unit to the display disk show the unit's relative altitude. Lines from the top of the disk show the units higher than you, while lines from the bottom show the ones below you. In space, above and below are only relative concepts and are based on your current orientation.

Arrows around the edge of the display indicate the direction of various important units. Your locked target has a bright red arrow. A blue arrow indicates the location of a navigation point. Yellow arrows indicate incoming missiles.

Target Display

The Target Display is located in the upper left hand corner of the screen. It shows a generated image of the current target and a sensor approximation of its current structural integrity. In addition, several floating icons appear in your field of view:

- *Gun Pipper*: A small crosshair that shows the current aim point of the gun pod. In Guardian and Battloid, the pipper will auto aim at a locked target that is within the guns fire arc. In Fighter mode, the pipper is fixed forward, and the target has a yellow aiming point near it. This is an aim point for the gun generated by your targeting computer. Move the pipper into the aim point to hit the target.
- *Target Icon*: A red circular icon appears around the current locked target. If you are using multiple missile lock on, yellow icons appear around additional targets as they are locked up. A blue icon appears around friendly targets. A green target box appears around non enemy objectives.

PAUSE MENU

During your mission you can access OPTIONS, MISSION LOG, or RESUME through the Pause Menu.

To access the Pause Menu, press the START button.

Options

- CONTROLLER – Displays a control layout diagram.
- SETTINGS – Music Volume, SFX Volume, Sound System (Mono or Stereo), Vibration (Off or On)
- RESTART MISSION – To restart your current game at the beginning of the current mission highlight RESTART and press the ✕ button.
- QUIT – To quit your current game, highlight QUIT and press the ✕ button. This will end your current game and all changes since your last game save will be lost.

Mission Log

Here you can review mission objectives. When you complete an objective, the text color will change to yellow. You can review any message communication sent to you during the mission.

Resume

To resume your game, highlight **RESUME** and press the ✕ button.

SAVING AND LOADING

Robotech®: Battlecry™ enables you to save data during a game with the use of a memory card (8MB)(for PlayStation®2) (sold separately). Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation®2 computer entertainment system before you attempt to save or load a game.

The Robotech®: Battlecry™ file uses 109 KB on the memory card (8MB)(for PlayStation®2). This file will accommodate eight saved games.

Loading

Select the desired game using the directional buttons and press the ✕ button to load your selection.

Saving

This saves your progress. Note that the game automatically saves your game after successful completion of any mission.

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All of our friends and family who have supported us in this endeavor.

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Online Support

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at www.robotechgame.com

Email Support

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

Telephone Support

Live representatives are available by telephone Monday through Friday 7:30am to 6:00pm PST at (818) 707-7063.

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NOTES

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TDK Mediactive
4373 Park Terrace Dr.
Westlake Village, CA 91361
Attn: Product Support

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"Robotech is something I'm exceptionally pleased to have in my DVD collection. Recommended." -Chris Beveridge, *Animé on DVD*

COMPLETE COLLECTION

ROBOTECH®

THE MACROSS SAGA™

One of the most influential animé series of all time returns on DVD with the Robotech® The Macross Saga™ Collection - a six-disc package featuring all thirty-six episodes of the classic science fiction series' first act.

Available September 24, 2002

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